

Docket No. AUS920010350US1

I/O STRESS TEST

BACKGROUND OF THE INVENTION

1. Technical Field:

The present invention relates generally to computer software and, more particularly, to stressing and testing an input/output subsystem of a computer system.

2. Description of Related Art:

Modern computer systems rely on a large number of input/output (I/O) devices, for exchanging data with human users, for storing data, and for communicating with other computer systems, among other tasks. In many computer systems, I/O is performed through the use of I/O cards that plug into slots connected to a backplane bus, such as a peripheral component interconnect (PCI) bus. These different I/O cards have varying features and capabilities. For this reason, many permutations and combinations of I/O cards may be possible within a single computer system. With the potential use of such a large number of I/O cards, it is a significant challenge to test a computer I/O subsystem. Furthermore, it is not always possible to foresee and predict all of the I/O cards that need to be used on a given bus system. This is especially apparent if the bus associated with the I/O subsystem is an open industry standard bus system like PCI. Thus there is a need to be able to easily test

Docket No. AUS920010350US1

computer I/O subsystems by subjecting such subsystems to a variety of different "irritations" representative of a large number of combinations and permutations of possible I/O devices within the system.

SUMMARY OF THE INVENTION

The present invention provides a method, computer program product, input/output device, and computer system for stress testing the I/O subsystem of a computer system. An input/output device capable of engaging in repetitive direct memory access (DMA) transfers with pseudo-randomized transfer parameters is allowed to execute multiple DMA transfers with varying parameters. In this way, a single type of device may be used to simulate the effects of multiple types of devices. Multiple copies of the same I/O device may be used concurrently in a single computer system along with processor software to access the same portions of memory. In this way, false sharing, true sharing may be effected.

BRIEF DESCRIPTION OF THE DRAWINGS

The novel features believed characteristic of the invention are set forth in the appended claims. The invention itself, however, as well as a preferred mode of use, further objectives and advantages thereof, will best be understood by reference to the following detailed description of an illustrative embodiment when read in conjunction with the accompanying drawings, wherein:

Figure 1 is a block diagram of a computer system in which the present invention may be implemented;

Figure 2 is a block diagram of an input/output device in accordance with a preferred embodiment of the present invention;

Figure 3 is a functional block diagram of a process of randomizing DMA transfer parameters in a preferred embodiment of the present invention; and

Figure 4 is a flowchart representation of a process of executing repeated DMA transfers with pseudo-randomly varied transfer parameters.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

30 An input/output (I/O) bridge **110** connects local bus
102 to an input/output (I/O) bridge **112**. I/O bridge **112**

30 An input/output (I/O) bridge **110** connects local bus
102 to an input/output (I/O) bridge **112**. I/O bridge **112**

Docket No. AUS920010350US1

in turn connected via PCI bus bridges **114** to PCI backplane buses **116**. PCI backplane buses **116** provide the interface to I/O devices such as storage device **108** and I/O devices **118**.

5 In a preferred embodiment of the present invention, I/O devices **118** are testing devices that stress test computer system **100** by performing a series of direct memory access (DMA) transfers of blocks of memory to and from cache memory **104** (and by implication main memory
10 **106**). I/O devices **118** perform repeated DMA transfers while varying transfer parameters pseudo-randomly so as to simulate the behavior of many different types of I/O devices. Also, processors **101** may also access cache memory **104** concurrently, so as to place further stress on
15 computer system **100**. The resulting contents of cache memory **104** and/or main memory **106** can then be examined to observe the effects of varying DMA parameters and concurrent memory access between I/O devices **118** and processors **101**. DMA transfer parameters that may be
20 varied include start address alignment, transfer size, transfer width, byte lane enables, request assertion time, request deassertion time, number of wait states, number of idle states, disconnect count, retry limit, bus commands, and whether to override a latency timer. In
25 addition, I/O devices **118** may issue any other possible bus commands.

Several of the parameters that may be varied refer to characteristics of the data to be transmitted. Start address alignment refers to the relationship between the
30 starting address of the memory block to be transferred and the structure of cache memory **104** and main memory

Docket No. AUS920010350US1

106. Cache memory **104** is preferably divided into equal-length segments known as cache sectors; the sectors are preferably subdivided into cache lines. Main memory **106**, likewise, is divided into large pages, which are subdivided into pages. The start address alignment of a series of DMA transfers can be varied so as to place the starting address at the beginning of any one of these units. For example, a first DMA transfer may be made with a starting address that begins a cache sector, with a second DMA transfer made with a starting address that begins a cache line somewhere within the interior of a cache sector.

The transfer size is, as the name suggests, the size of a block of data to be transferred to/from memory. A transfer size may be made to span multiple cache lines or simply a portion of a cache line, for instance. Transfer width refers to how many bits in a bus will be utilized. PCI buses, for instance, allow for 64 bit wide transfers, although it is common to use only 32 bits. Related to the concept of bus width is the enablement of byte lanes. A byte lane is an eight-bit-wide portion of the signals in a bus. For example, in a 32-bit bus, there are four byte lanes, since each byte lane contains 8 bits of signals. Different ones of I/O devices **118** may be enabled to use different byte lanes on the same bus concurrently, so as to allow for parallel transmission of data to/from I/O devices **118**. One or more of processors **101** may also make use of enabled byte lanes.

This division of the bus into byte lanes can allow what are known as "false sharing" and "true sharing" to take place. False sharing occurs when different entities (i.e., I/O devices and processors) have distinct byte

Docket No. AUS920010350US1

lanes enabled, but write to the same contiguous block of memory. True sharing occurs when different entities may share the same byte lane. Thus, enabling byte lanes allows the effects of false sharing and true sharing to
5 be tested for.

Various timing parameters may also be varied. Request assertion time refers to how long an I/O device spends requesting that a bridge (e.g., one of PCI bus bridges **114**) grant the I/O device bus access as the bus
10 master. Request deassertion time refers to the length of time the I/O device spends relinquishing the bus access. These signal variations enable the stressing of the bridge's arbitrator module. Idle states are clock cycles during which the I/O device transfers no data, although
15 data is available for transfer. Wait states are clock cycles that take place before transfer begins, but after an I/O device has taken control of a bus; wait states are generally used to prepare data for transfer. Some I/O devices, such as those designed to be used with
20 PCI buses, make use of a latency timer, which provides a time limit as to how long an I/O device may remain in control of a bus. I/O devices **118** can be made to ignore the latency timer. In a related vein, some buses make use of a disconnect count, in which an I/O device
25 relinquishes control of the bus after so many bytes (the disconnect count amount) are transferred, even though additional bytes may be available. The disconnect count can be varied as well.

Some bus protocols allow a target device, addressed
30 by a master device issuing the DMA transfer when not ready with the data, to issue what is called a "retry." The master can, in response, reissue the same DMA request

Docket No. AUS920010350US1

immediately, issue another DMA request, or give up on that transaction. The master device can implement a retry counter, which can be used to decide to either retry the DMA transaction immediately or retry it later
5 (when a certain count, the "retry limit," is reached). This retry limit can also be varied.

Figure 2 is a block diagram of an I/O device **200** for stress testing a computer system in accordance with a preferred embodiment of the present invention. I/O
10 device **200** could be, for instance, one of I/O devices **118** in **Figure 1**. Embedded processor **202** resides on local device bus **204**, through which it accesses memory **206**. Memory **206** stores functional descriptive material that defines the operation of I/O device **200**. Memory **206** is
15 preferably some kind of non-volatile memory for storing functional descriptive material as firmware. The functional descriptive material contained in memory **206** enables embedded processor **202** to engage in DMA writes and reads to computer system memory through PCI bus
20 interface **208**. Embedded processor **202** randomizes DMA transfer parameters and conducts repetitive DMA transfers. The operation of I/O device **200** according to the functional descriptive material in memory **206** is further described in **Figures 3** and **4**.

25 **Figure 3** is a functional block diagram depicting a process of randomization of DMA transfer parameters **300** in an I/O device in accordance with a preferred embodiment of the present invention. The steps depicted in **Figure 3** are preferably performed as steps in a
30 software program incorporated into functional descriptive material stored in memory **206** or I/O device **200**. Which

Docket No. AUS920010350US1

parameters are to be randomized (302) is provided as input to the I/O device from software operating on at least one of processors 101 (**Figure 1**). Parameter selection code 304 selects values for the varied
5 parameters based on random numbers provided by random number generator 306, which may be implemented in hardware or software. The randomized DMA transfer parameters (308) are then provided as input to DMA access code 310, which effects a DMA transfer (i.e., a write or
10 read) according to the provided parameters. The results of false/true sharing done between processors 101 and the DMA from I/O device 200, are verified by software operating on processors 101.

Figure 4 is a flowchart representation of a process
15 of making DMA transfers to/from an input/output device with randomized parameters in accordance with a preferred embodiment of the present invention. First, the parameters to be randomized are received from computer system software (step 400). Next, pseudo-random values
20 for DMA parameters for a subsequent transfer are generated (step 402). Once the parameters are setup, the input/output device (step 404) executes the DMA transfer (read or write). Finally, the results of the DMA transfer are verified (step 406), and the process cycles
25 back to step 402 for generation of further DMA transfers. It is important to note that while the present invention has been described in the context of a fully functional data processing system, those of ordinary skill in the art will appreciate that the processes of the present
30 invention are capable of being distributed in the form of a computer readable medium of functional descriptive

Docket No. AUS920010350US1

material in a variety of forms and that the present invention applies equally regardless of the particular type of signal bearing media actually used to carry out the distribution. Examples of computer readable media
5 include recordable-type media, such as a floppy disk, a hard disk drive, a RAM, CD-ROMs, DVD-ROMs, and transmission-type media, such as digital and analog communications links, wired or wireless communications links using transmission forms, such as, for example,
10 radio frequency and light wave transmissions. The computer readable media may take the form of coded formats that are decoded for actual use in a particular data processing system.

The description of the present invention has been
15 presented for purposes of illustration and description, and is not intended to be exhaustive or limited to the invention in the form disclosed. Many modifications and variations will be apparent to those of ordinary skill in the art. The embodiment was chosen and described in
20 order to best explain the principles of the invention, the practical application, and to enable others of ordinary skill in the art to understand the invention for various embodiments with various modifications as are suited to the particular use contemplated.